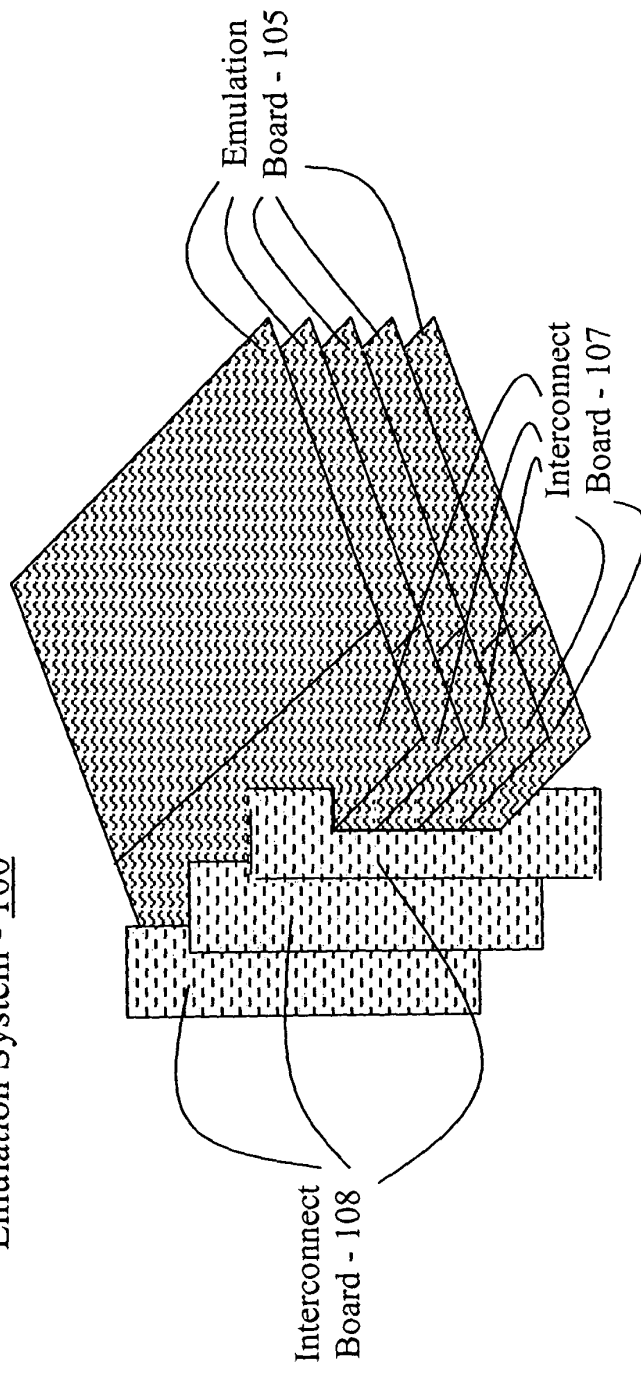


FIGURE 1

Emulation System - 100



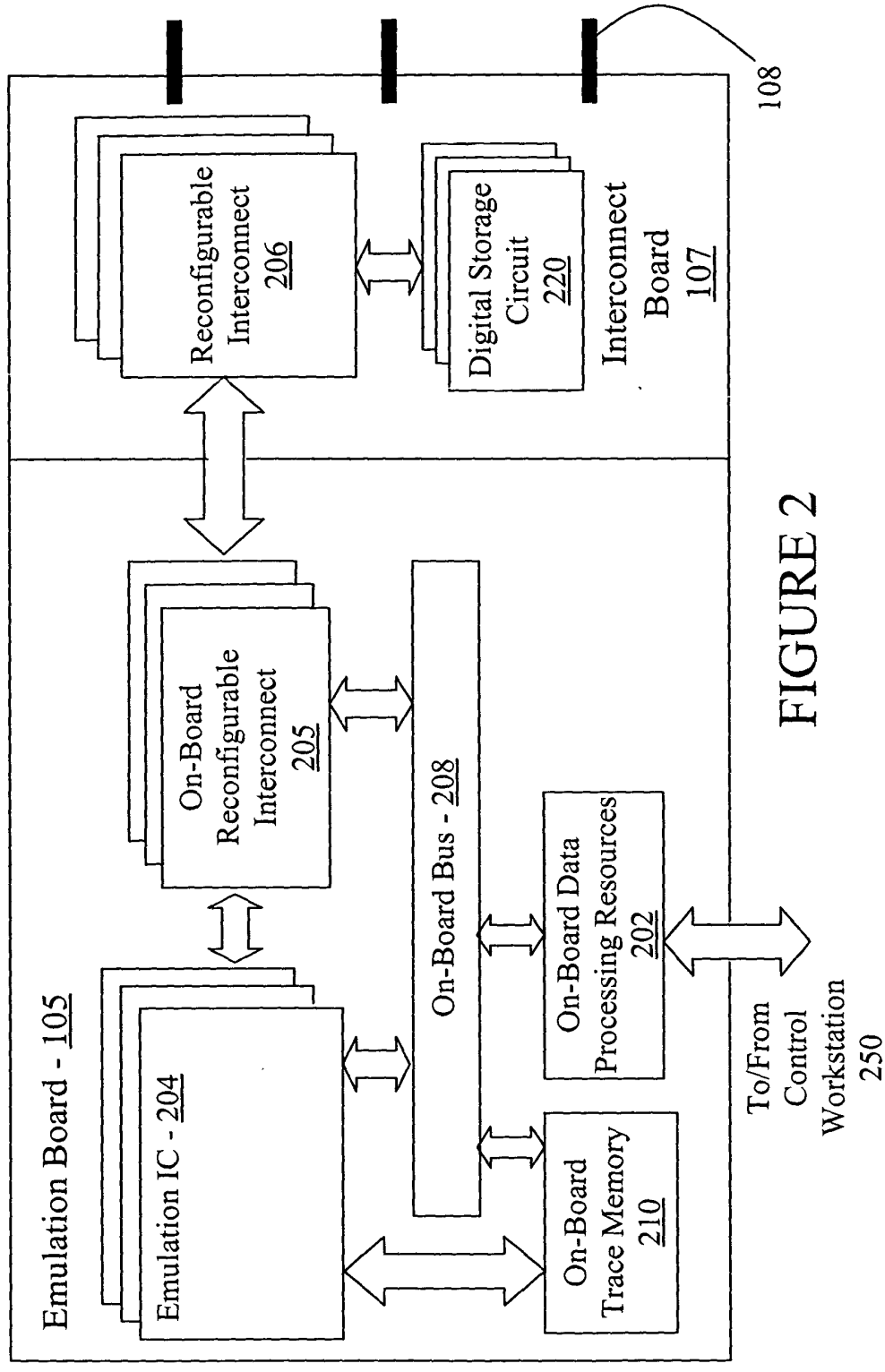


FIGURE 2

Figure 3

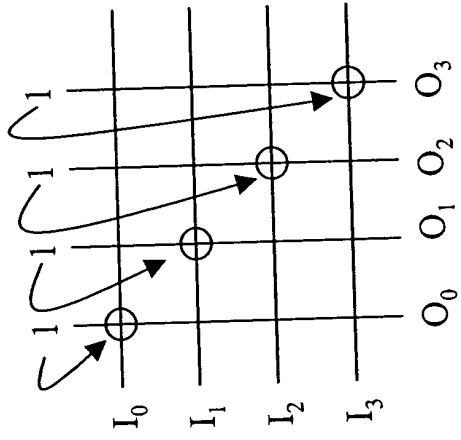
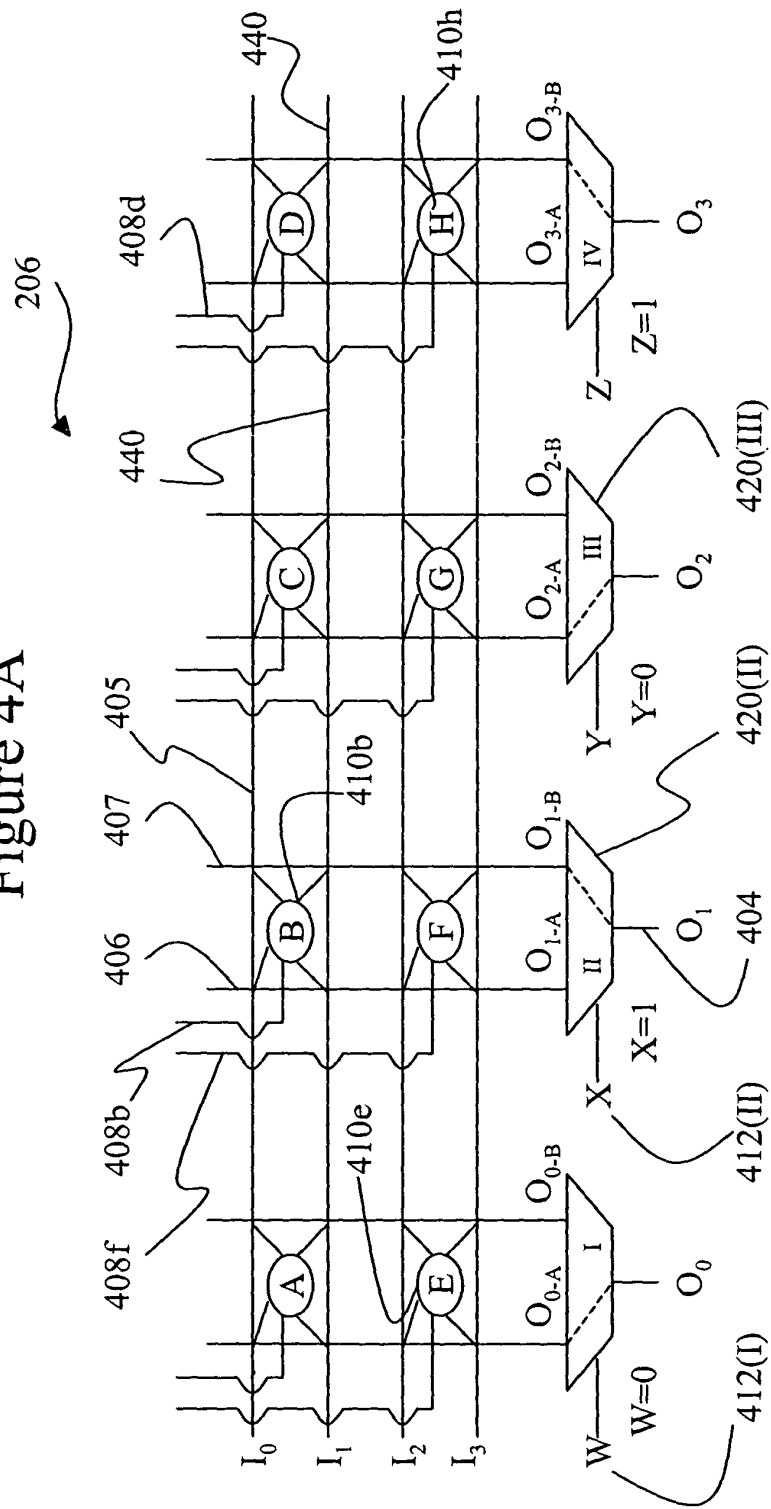


Figure 4A



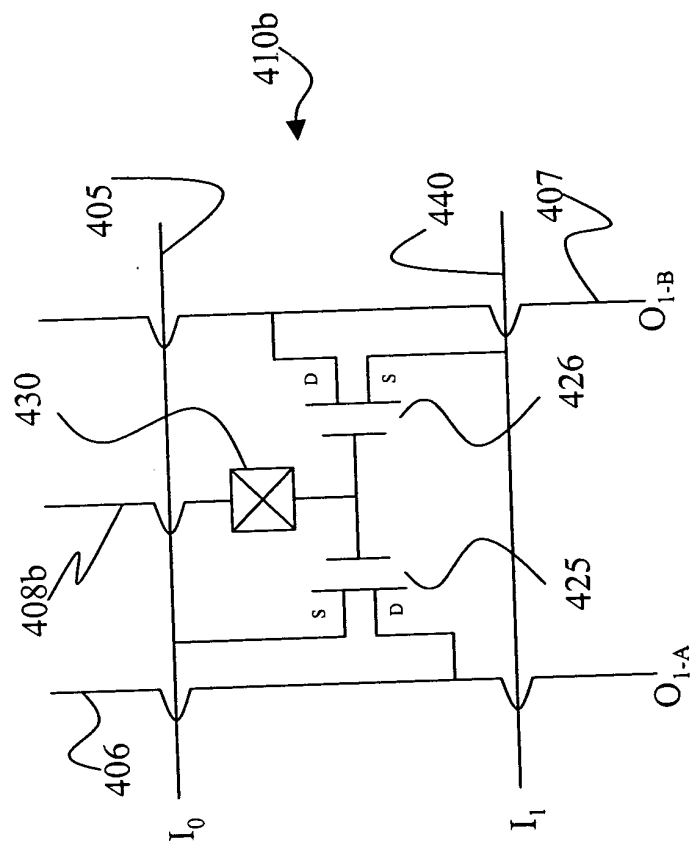


Figure 4B

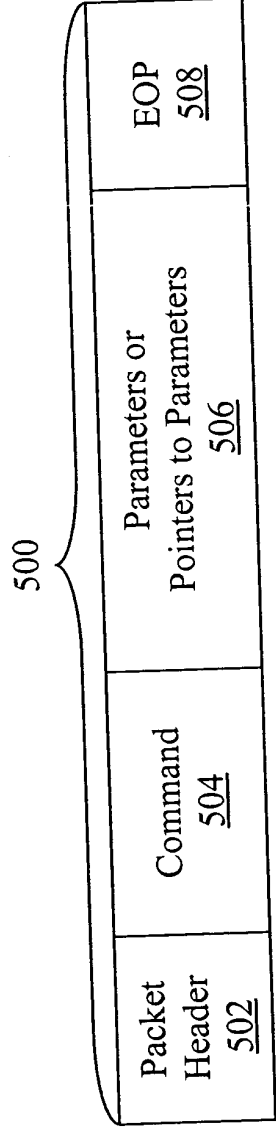


Figure 5

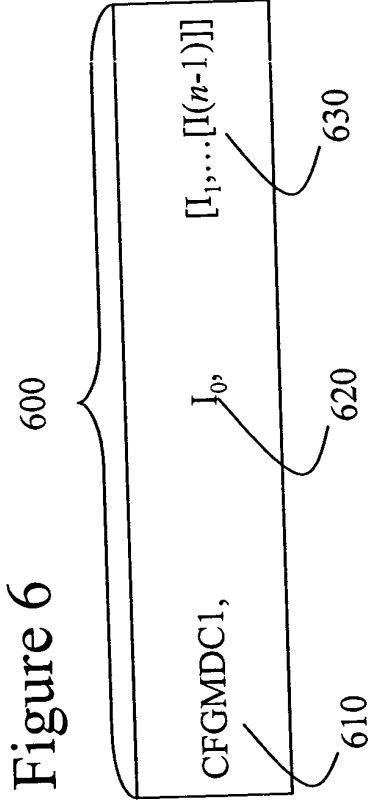


Figure 6

Index Value	Number Of Bits	Config. Bit Table Row	Number of Output(s) (n)	Corresponding Output
0	1	1	2	O_0
1	1	2	2	O_1
00	2	1	3 or 4	O_0
01	2	2	3 or 4	O_1
10	2	3	3 or 4	O_2
11	2	4	4	O_3
000	3	1	5,6,7 or 8	O_0
001	3	2	5,6,7 or 8	O_1
010	3	3	5,6,7 or 8	O_2
011	3	4	5,6,7 or 8	O_3
100	3	5	5,6,7 or 8	O_4
101	3	6	6,7 or 8	O_5
110	3	7	7 or 8	O_6
111	3	8	8	O_7
...

Figure 7

800 ↗

Figure 8

...	0	0	0	0	0	0	0	0	...
...	0	0	0	0	0	0	0	0	...
...	0	0	0	0	0	1	0	0	...
...	0	0	0	0	1	0	0	0	...
...	0	0	0	0	0	0	0	0	...
...	0	1	0	0	0	0	0	0	...
...	1	0	0	0	0	0	0	0	...
...

Labels 802, 804, 806, and 808 point to the four rows of the sub-region. Labels 812, 814, 816, and 818 point to the four columns of the sub-region.

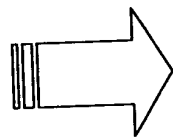
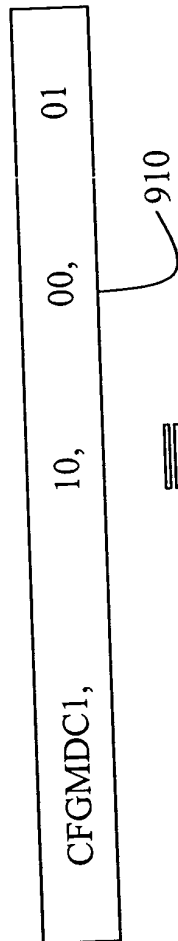


Figure 9

I_1	0	0	0	1		920
I_2	0	0	1	0		930
I_0	0	1	0	0		940
I_3	1	0	0	0		950
	O_3	O_2	O_1	O_0		

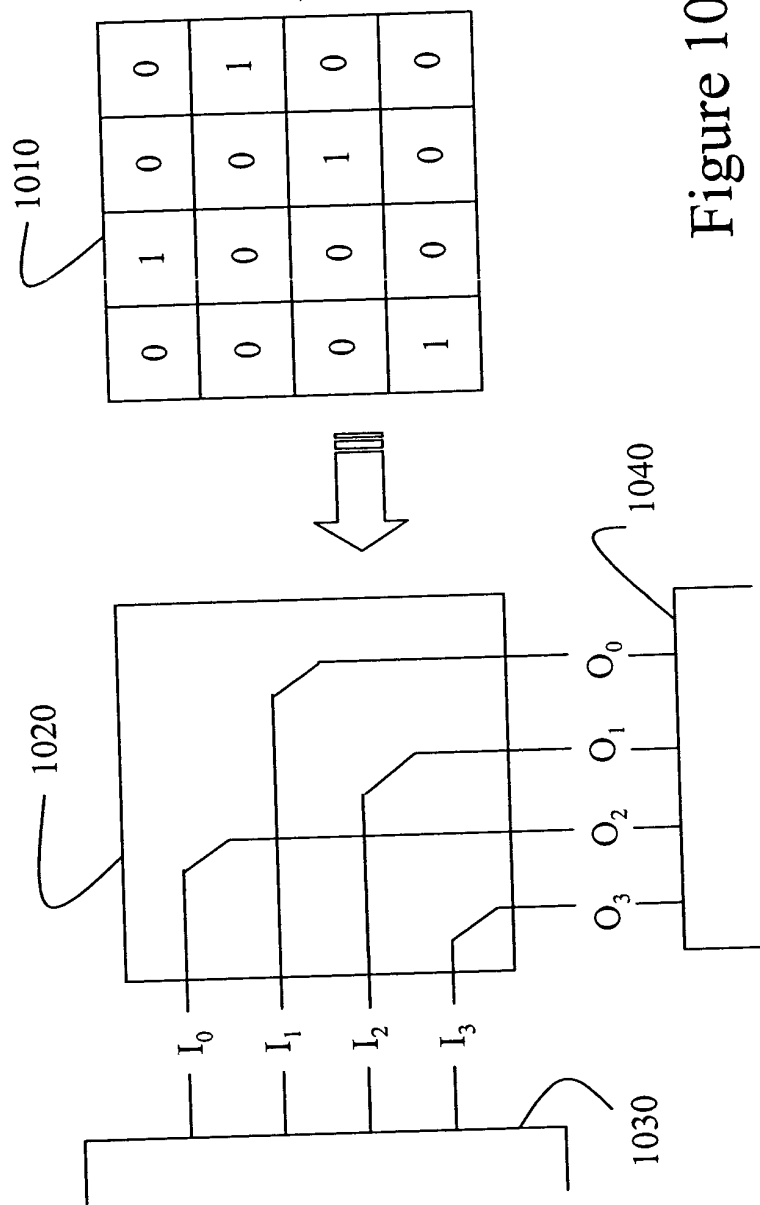
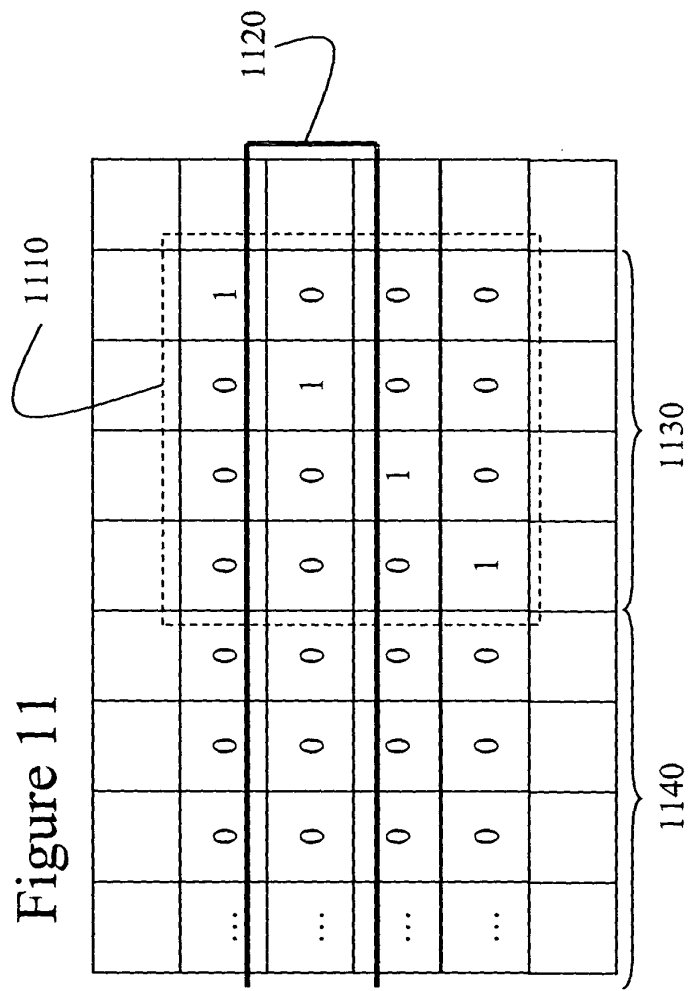


Figure 10



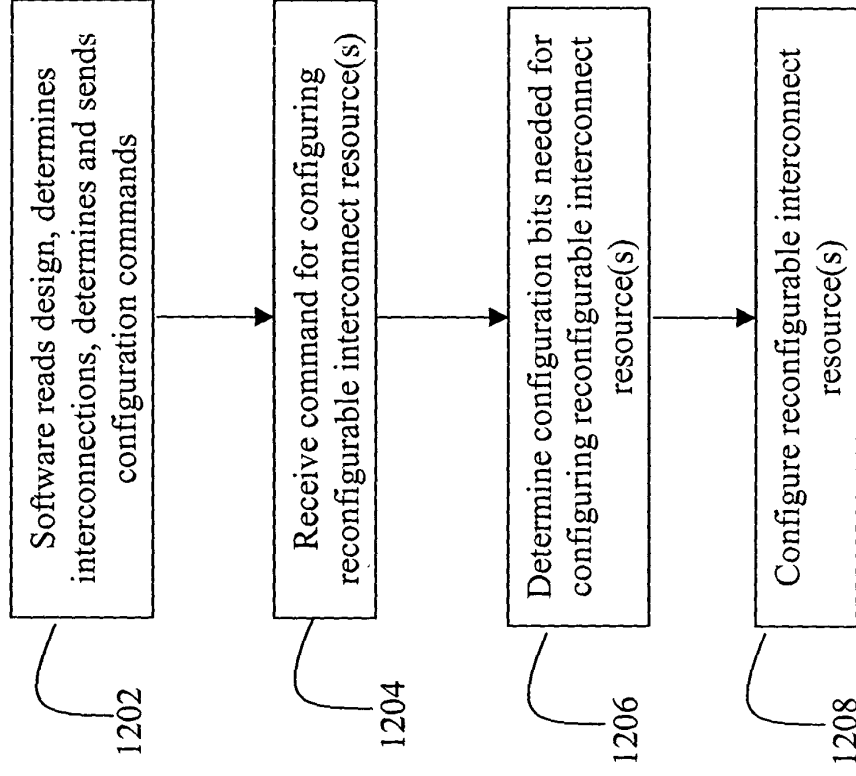


Figure 12

